

An Pose Estimation Training Method For *VideoPose3D* with Action Recognition

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Abstract

Action recognition and pose estimation from video are closely related tasks for understanding human motions, but the work to utilize both is rare in literature. In this essay I show an action-recognition-based training method for VideoPose3D, which contributes to the precision of velocity error and speed of training. The model is fed with videos which have exactly the same type of action in the estimation period, and it only requires a small amount of data. Evidence has shown that under a limited amount of epochs and data, our approach outperforms the original research. The code of this project, is available under the open-source MIT License at <https://github.com/BiEchi/Pose3dDirectionalTraining>.

1. Introduction

Vision-based human motion analysis attempts to understand the movements of the human body using computer vision and machine learning techniques. Technically speaking, the main goal for pose estimation and motion analysis is to rebuild the movements of the locations for human body joints inside videos. Qualitative speaking, lower estimation error means better performance.

The effect between pose estimation and action recognition is mutual. Pose estimation and action recognition can utilize the same dataset [6, 1] Pose estimation can be used for action recognition, with the conclusion that a lower estimation error leads to a more accurate classification of action recognition [18]. Turning around, action priors and also be used to ameliorate the precision of pose estimation [19, 5, 3]. There have also been work combining these two tasks together and perform better in each field [11, 9].

In the field of 3D post estimation by deep learning approach, there are many successful creatures with various types of training methods, like Maximum-Margin Structured training by Li et al. [8], Feedback Loop training by Oberweger et al.[12], and also Semi-Supervised training by Pavllo et al. [13], which we mainly concern with in our

work.

VideoPose3D has been very successful because of its high performance and SOTA precision. This work utilizes the datasets **HumanEva** [15] and **Human3.6M** [4]. **Human3.6M** has 11 subjects and 4 viewpoints in total, and 15 types of actions. We've got our motivation that, *VideoPose3D* takes a variety of (instead of a certain type of) actions as training data, but there have been lots of successful cases when using action recognition for pose estimations works well for improving its performance, which gives rise to our project.

2. Related Works and Our Contributions

As mentioned in the Introduction part, our work is based on the previous work *VideoPose3D* [13] and gets its motivation from successful cases to utilize action recognition for pose estimation [19, 5, 3]. In this part we illustrate how these works model and how we can utilize them to perform a better work based on them.

2.1. VideoPose3D

VideoPose3D was the state-of-the-art approach which "utilizes a fully convolutional model based on dilated temporal convolutions over 2D keypoints" [13]. In early researches the main solution was to use recurrent neural networks (RNN) [7], but the research *VideoPose3D* utilized the convolutional neuron network (CNN) to gain an efficient result on the dataset *Human3.6M*, with the inspiration that many authors had mentioned CNN in temporal models.

Technically speaking, *VideoPose3D* takes a series of images as the input of the training network to imitate the functionality as RNN (Figure 1). This ideology has been widely accepted in the current academy and there have been lots of successful cases utilizing this method, e.g. the Spatial-Temporal-CNN used for crowd counting in videos [10], and LSTM-CNN used for face anti-spoofing [17]. From these researches we see the capability of CNN. However, CNN is not a natural temporal network itself, which means it bears a trait of parallelism and lack of temporal memory [14].

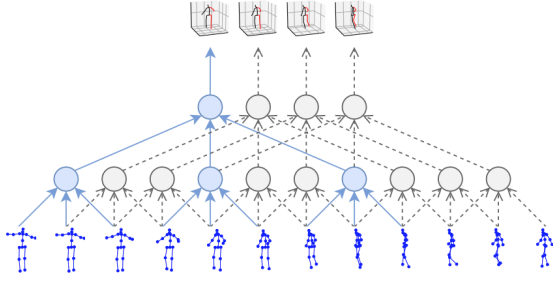


Figure 1: The temporal convolutional model from *VideoPose3D* takes 2D keypoint sequences (bottom) as input and generates 3D pose estimation as out (top).

The overall model of *VideoPose3D* is a semi-supervised learning method (Figure 1).

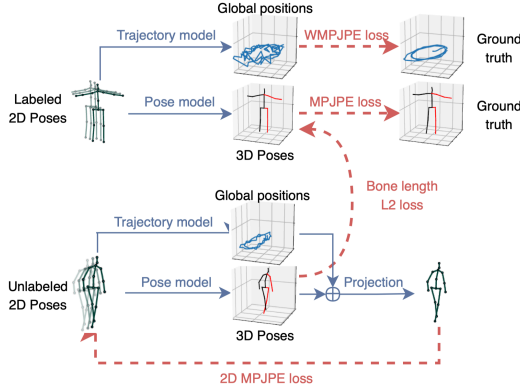


Figure 2: The overall model of *VideoPose3D*

2.2. Action Recognition

The idea of homogenized learning was proposed firstly by Action Estimations [16]. Hitherto, there have been a variety of researches focusing on the combination of action recognition and pose estimation [19]. The basic idea is to begin with 2D appearance-based action recognition based on low-level appearance features. Outputs of the 2D action recognition are used as a prior distribution for the particle-based optimization for 3D pose estimation. Finally, 3D pose-based action recognition is then performed based on pose features extracted from the estimated poses.



Figure 3: The coupled action recognition and pose estimation framework forwarded by [19].

2.3. Homography Estimation

The idea of using homonegeious actions in a dataset was also inspired from Homography Estimation in some deep images [2].

3. Representation and Modeling

The detailed experimental setup can also be explored in *README.md* in the github repo. To reproduce the results, you need to test for 15 times for each type of action, and it's preferable to test for multiple times. It's more convenient to use *bash* scripts to save time.

Our work focuses on using certain types of actions for training data. For example, say there are 4 actions for all subjects, i.e. sitting, walking, discussing, and posing. The original *VideoPose3D* model takes all 4 types of data as training data (Figure 1, left), and they estimate results for all action in the end. Our model, instead, takes only one action as training data (Figure 1, right), and we estimate ONLY result for this certain action in the end. Absolutely, this process will iterate through all actions if all of them need to be estimated.

Compared to the original model we utilized a different data-processing approach. The original approach mentioned in *VideoPose3D* uses all actions in training data, and the estimating effect was good overall. We utilize the method that we only take one type of action for training, and the total amount for training should be the same. Mathematically, take the action *Sitting* for example, it can be expressed as*

$$\sum_{i \in \text{actions}} f(i) = f(\text{Sitting}) \cdot t \quad (1)$$

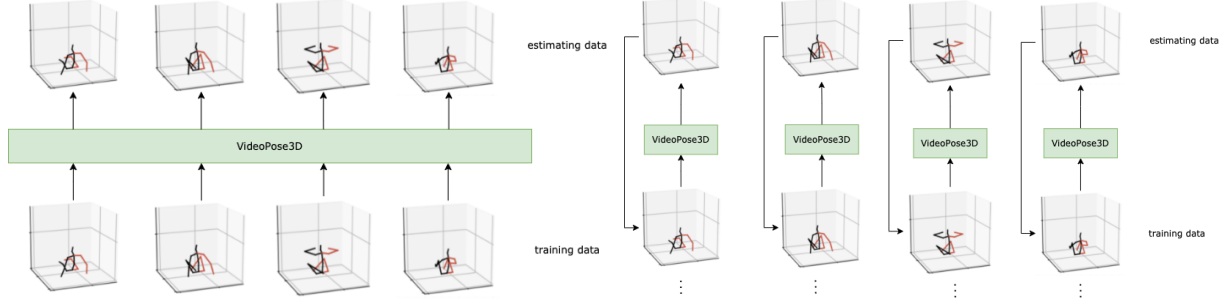


Figure 4: The comparison of the original model (left) and our model (right). The original model takes all types of actions for training, but we only take a certain type of data as training data, as an approach to utilize action recognition for pose estimation.

where f stands for the frames of subject, and t means the number of epochs of our action-based training. Note that the unit of t is unit-epoch instead of epoch. The unit-epoch stands for 1 epoch of one action. According to the dataset we utilize, *Human3.6M*, there are 15 actions for each subject. Thus, the relationship between epoch and unit-epoch can be expressed mathematically as below.

$$t_0 = t_{unit} \cdot 15 \quad (2)$$

In this approach, we utilize only one time of action, which means we save more data; and we also produce the results in the same time, the evidence can be illustrated by formula (1). After testing, we conclude that our work outperforms the original work by 11%.

The principle of our work is shown below.

In our model we also changed the process of training in the original research. In the original research, it takes 15 unit-epochs to run a single epoch, because there are 15 types of actions. In our work, we can tweak the number of unit-epochs not necessarily to be a multiple of 15, which makes it more flexible to observe and iterate. Shown below is the algorithm for our iterative training when not so many epochs are available (we take 2 epochs for example).

Algorithm 1: Original *VideoPose3D* Model

Data: Training data, testing data, ground-truth data, total training epoch = 2.

Result: Error value.

```

1 for EPOCH in 2 do
2   ERR=VideoPose3D(TRAIN, TEST, GT);
3   print(ERR);
4 end
5 return ERR;
```

Algorithm 2: Our Action-based Approach

Data: Training data, testing data, ground-truth data, total training epoch = 2, action type.

Result: Error value.

```

1 for EPOCH in 2 · 15 do
2   ERR FOR ACTION=VideoPose3D(TRAIN,
3   TEST, GT, ACTION);
4   print(ERR FOR ACTION);
5 end
6 return ERR FOR ACTION;
```

4. Experiments

Shown below are the results of the experiment. Expect a minor error when testing on your own. Note that all unit are millimeter.

4.1. Small Number of Epochs

In this part we estimate the errors with a small amount of time. The epoch of the original test was set to be 1 unit epoch, and the epoch of the action-based test was set to 15 epochs.

According to the result, we can primarily decide the fact that

4.2. Large Number of Epochs

For a large number of data, we observe that because of the characteristics of the model that *VideoPose3D* utilizes, the epoch refuses to increase after epoch 60 (i.e. epoch 4 of the original training method).

	Dir.	Disc.	Eat	Greet	Phone	Photo	Pose	Purch.	Sit	SitD.	Smoke	Wait	WkD.	Walk	WkT.	Avg
VP3D, 1F, 15 UE																
VP3D, 27F, 15 UE	54.5	61.4	56.3	58.6	61.3	68.6	57.6	60.6	70.5	84.7	60.5	59.1	68.2	51.8	53.1	61.8
VP3D, 243F, 1200 UE																
Ours, 1F, 15 UE																
Ours, 27F, 15 UE	70.5	71.9	52.1	61.4	69.0	82.6	70.6	82.1	70.4	79.4	60.3	79.5	56.1	44.2	56.2	67.1
Ours, 243F, 1200 UE																

Table 1: Protocol 1, MPJPE Error

	Dir.	Disc.	Eat	Greet	Phone	Photo	Pose	Purch.	Sit	SitD.	Smoke	Wait	WkD.	Walk	WkT.	Avg
VP3D, 1F, 15 UE																
VP3D, 27F, 15 UE	3.84	4.02	3.14	4.42	3.31	3.58	3.44	3.93	3.14	4.21	3.36	3.34	4.68	4.51	4.08	3.80
VP3D, 243F, 1200 UE																
Ours, 1F, 15 UE																
Ours, 27F, 15 UE	3.78	4.28	3.01	4.27	3.14	3.50	3.79	3.65	2.84	3.90	3.05	3.55	4.37	3.77	3.49	3.63
Ours, 243F, 1200 UE																

Table 2: Protocol 2, MPJPE Velocity Error

Table 3: Property Cluster, 3*3, 80-epoch

Type	Original	Eating-based
Time Consumed	? sec.	56921 sec.
MPJPE-Eating	? mm	49.27 mm
Velo-M-Eating	? mm	2.56 mm

Shown below is the relationship between our work (right) and the original work (left) using protocol MPJPE with the lapse of epochs. Note that each epoch worths $\frac{1}{15}$ Epoch Units.

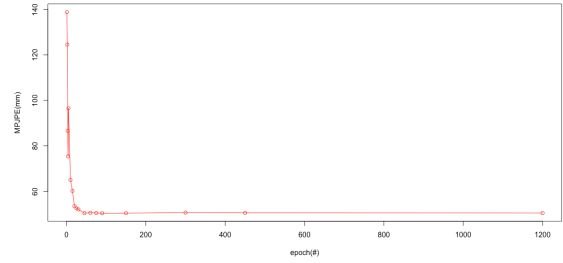


Figure 5: Relationship between MPJPE and epoch (original)

Table 4: Epoch-based Observations

Epochs	Epoch Units	Original	Eating-based
1	NaN	NaN	138.86
5	NaN	NaN	96.52
10	NaN	NaN	65.02
15	1	?	60.21
30	2	?	52.06
45	3	?	50.28
60	4	?	50.58
75	5	?	50.49
90	6	?	50.37
450	30	?	50.53
1200	80	?	50.45

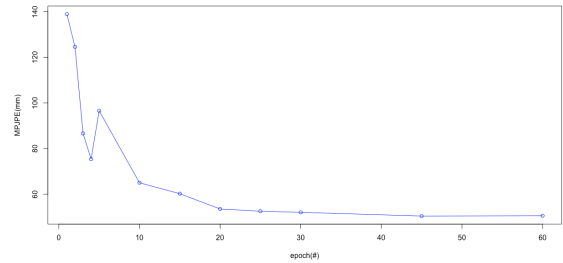


Figure 6: Relationship between MPJPE and epoch (Zoomed)

Transforming data into more readable format we gain the graph below.

5. Conclusion

According to the results shown above, we conclude that the action-based model has a better performance on small

epochs because they learn faster than the original one, though it has a worse performance on the top performance.

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